

JUMPING SPIDER MATH



CREATED BY BROOKE BROWN

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Jumping Spider Math Stations

The following Jumping Spider math activities are perfect for October or Fall Parties! Each activity or game is designed to be used with small plastic spiders or spider rings, which can be ordered on Amazon and found at Walmart or Target.

[WALMART SPIDERS](#)
[TARGET SPIDERS](#)
[AMAZON SPIDERS](#)



Students will also need to construct a simple catapult to launch their spider ring and will need:

- 1 plastic spoon
- 8 jumbo popsicle sticks
- 1 rubber band

Instructions are found on the following page.

Each station should be modeled and discussed with the teacher before being completed by students. 4-6 students can be at one station at a time, and each station should take students about 15-20 minutes to complete. Each station has a card tent with instructions as well as student recording sheets.

STATION MATERIALS

WEB JUMPER	<ul style="list-style-type: none">• spider rings and catapult (1 per student)• Web Jumper number mat taped together
SOARING SPIDERS	<ul style="list-style-type: none">• spider rings and catapults (1 per student)• web card• measurement cards
CREEPY CRAWLER CATCHER	<ul style="list-style-type: none">• spider rings and catapults (1 per student)• 6 large cups with paper webs attached
JUMP TO 31	<ul style="list-style-type: none">• spider rings (1 per student)• Jump to 31 game mat (1 per pair of students)• 1 die per pair of students
OPTIONAL BONUS: STICK & SOLVE	<ul style="list-style-type: none">• sticky web toys (found at Walmart or on Amazon)• LAMINATED number cards

SPIDER CATAPULTS

Follow the instructions below to create a simple catapult for the spider rings.

Stack 8 jumbo popsicle sticks and bundle them together with a rubber band.



Place a plastic spoon on top the popsicle sticks near the center. Place a spider in the spoon and push down on the spoon handle to launch.



JUMPING SPIDER STATIONS

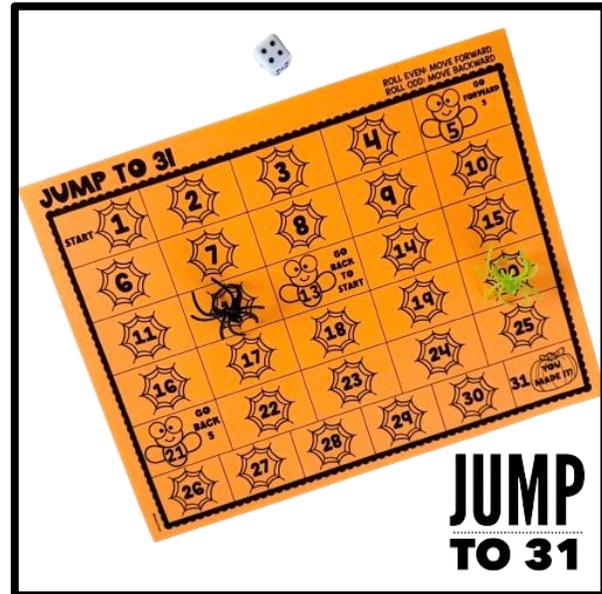
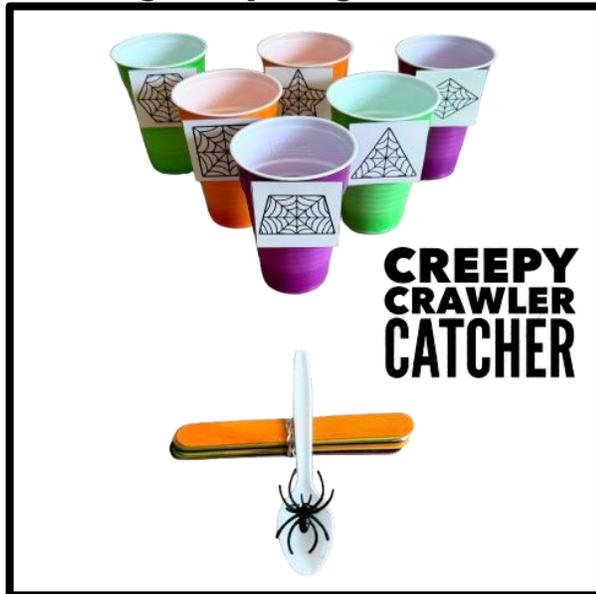
Tape rulers together.



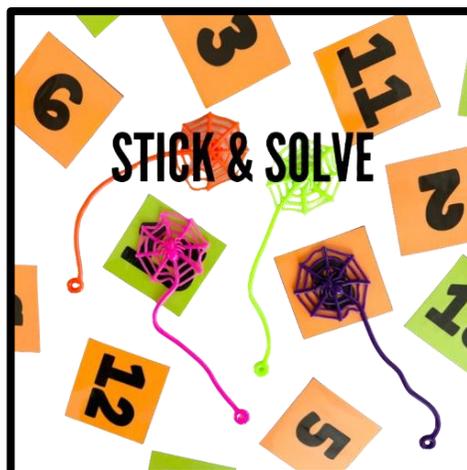
Tape number mats together and place against a wall.



Arrange cups against a wall.

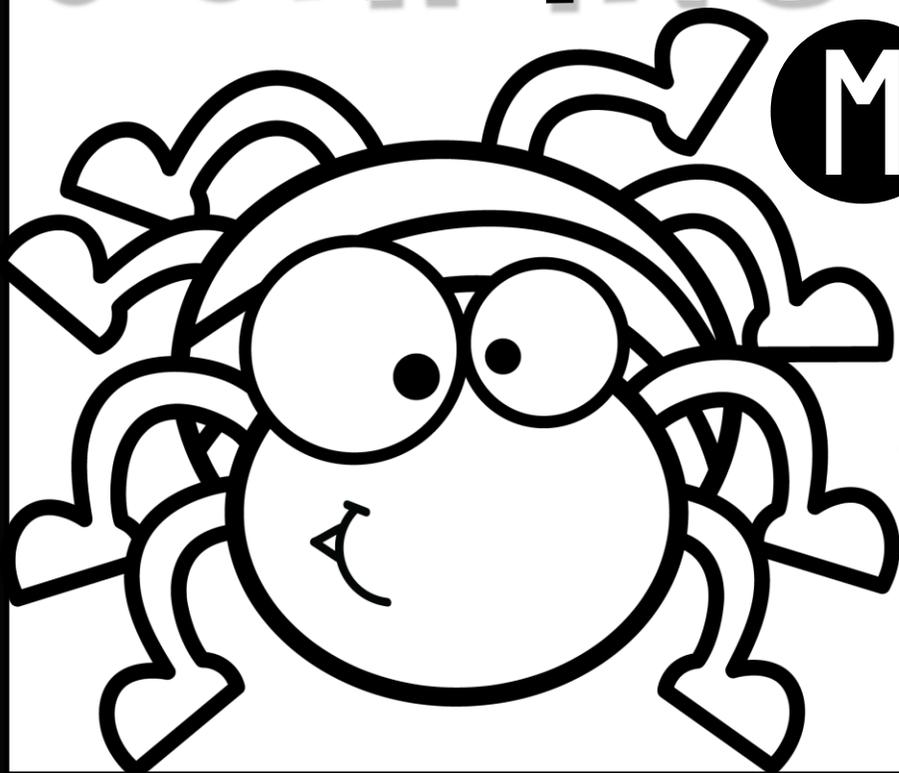


Make sure to LAMINATE cards before using with sticky webs.

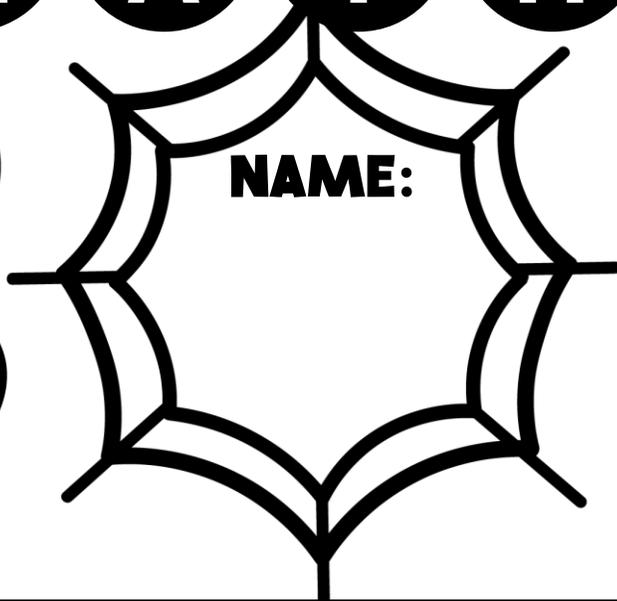


JUMPING SPIDER

M A T H

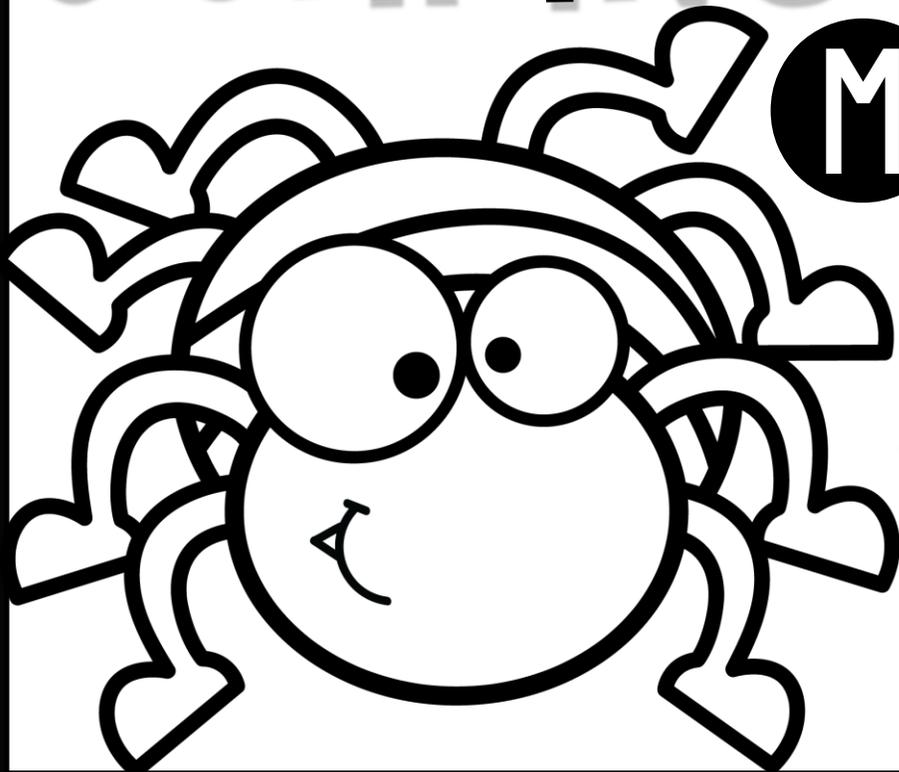


NAME:

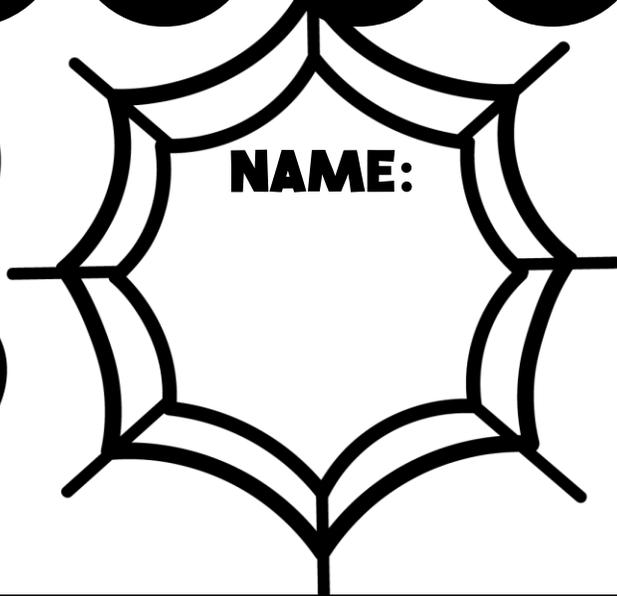


JUMPING SPIDER

M A T H

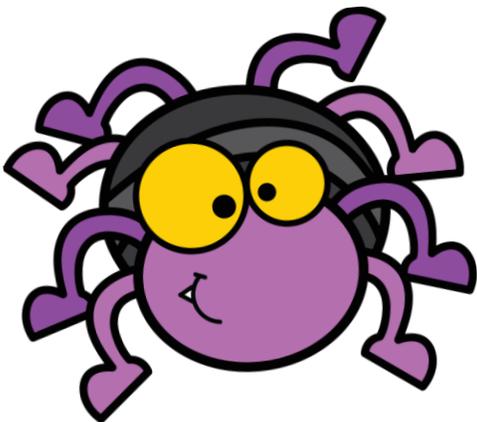


NAME:



WEB JUMPER

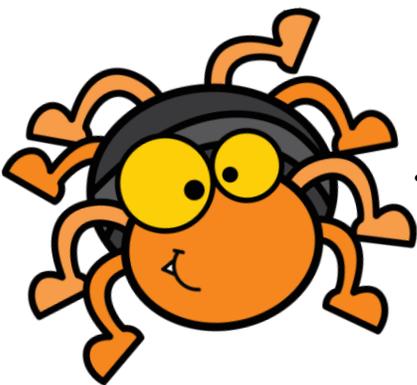
- 1) Launch your spider onto the Web Jumper mat.
- 2) Write down the number that your spider lands on.
- 3) Launch your spider onto the mat again.
- 4) Write down the second number.
- 5) Add the numbers together and write the sum.



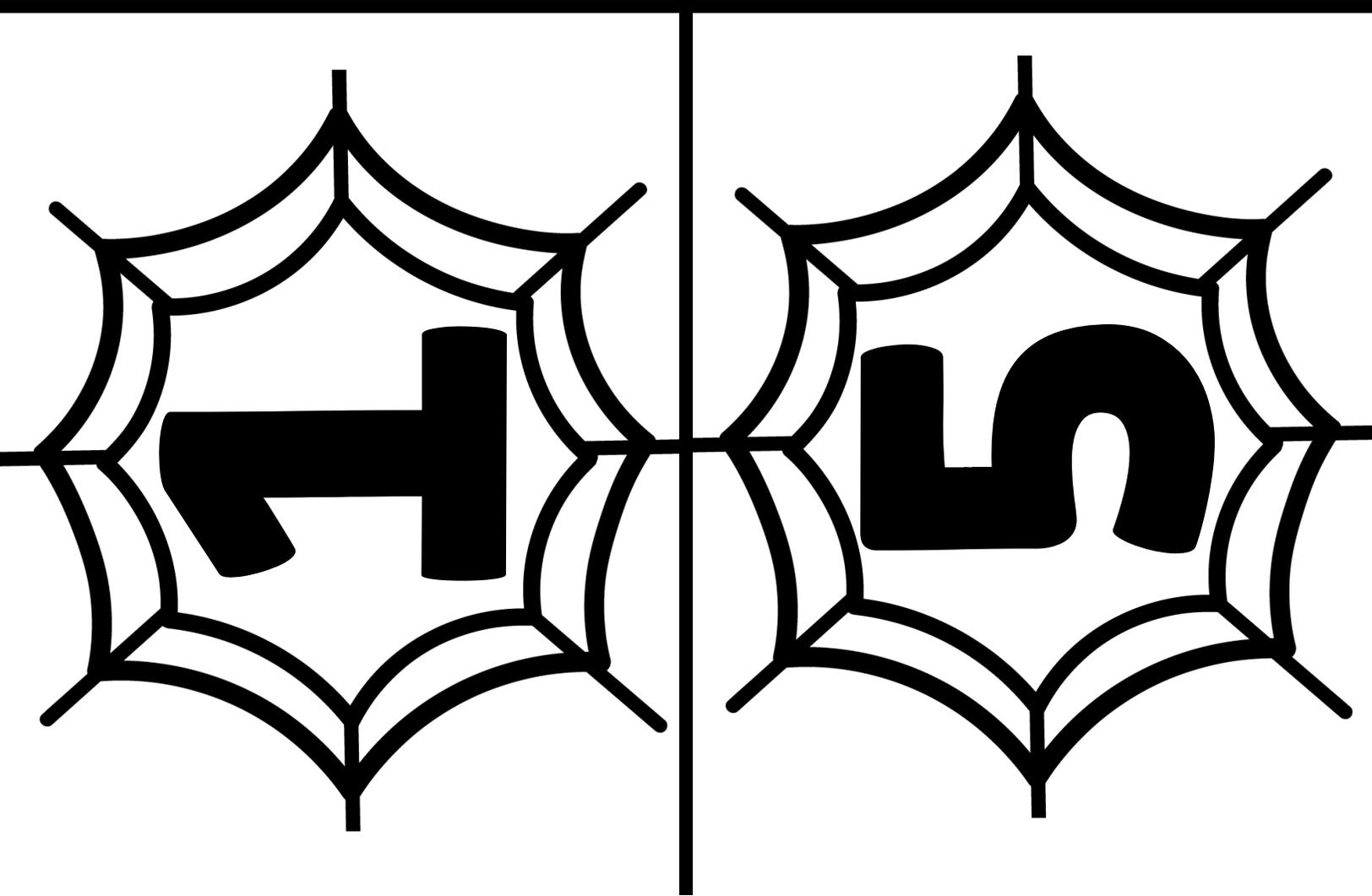
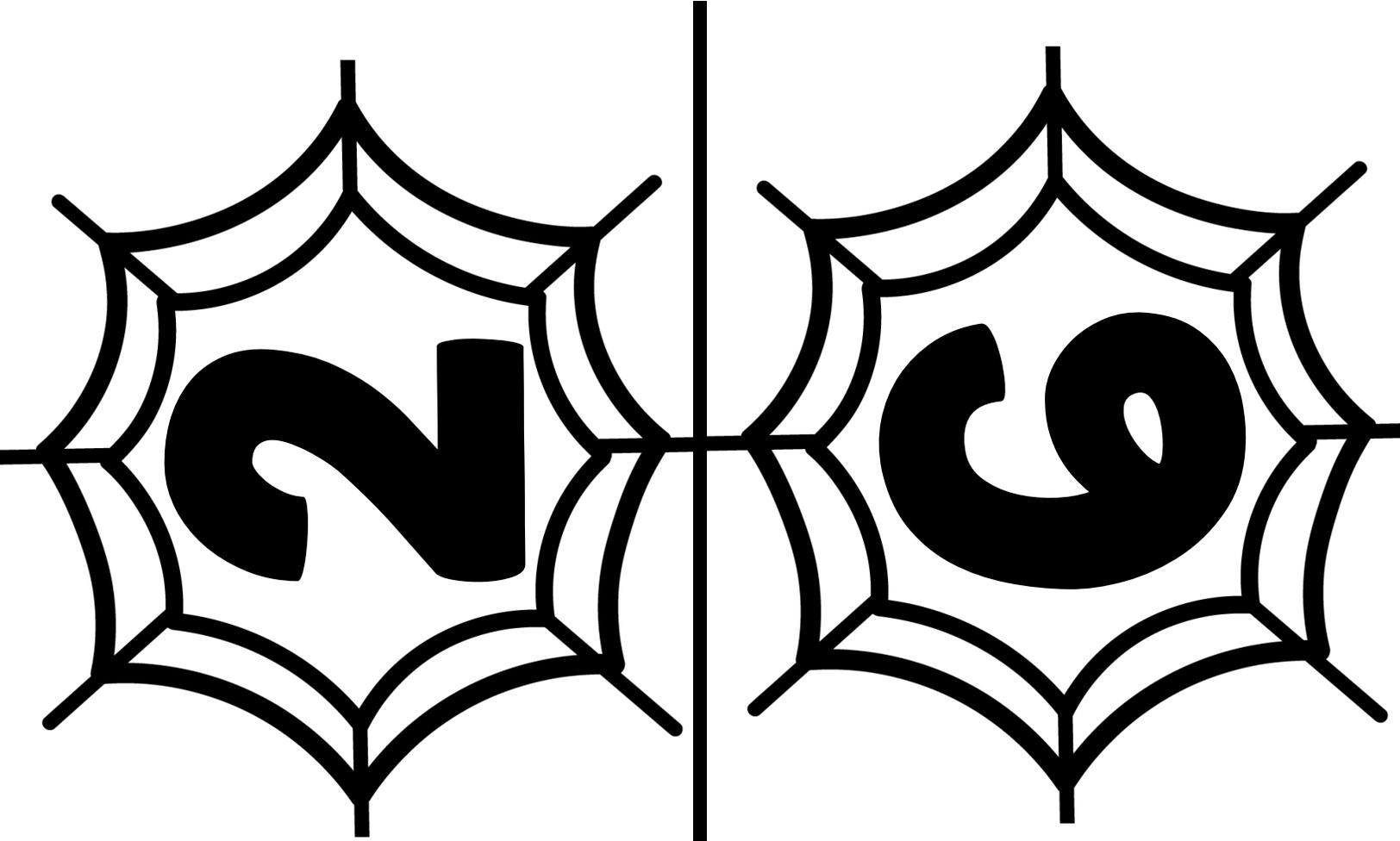
$$\begin{array}{c} \text{4} \\ \text{JUMP 1} \end{array} + \begin{array}{c} \text{3} \\ \text{JUMP 2} \end{array} = 7$$

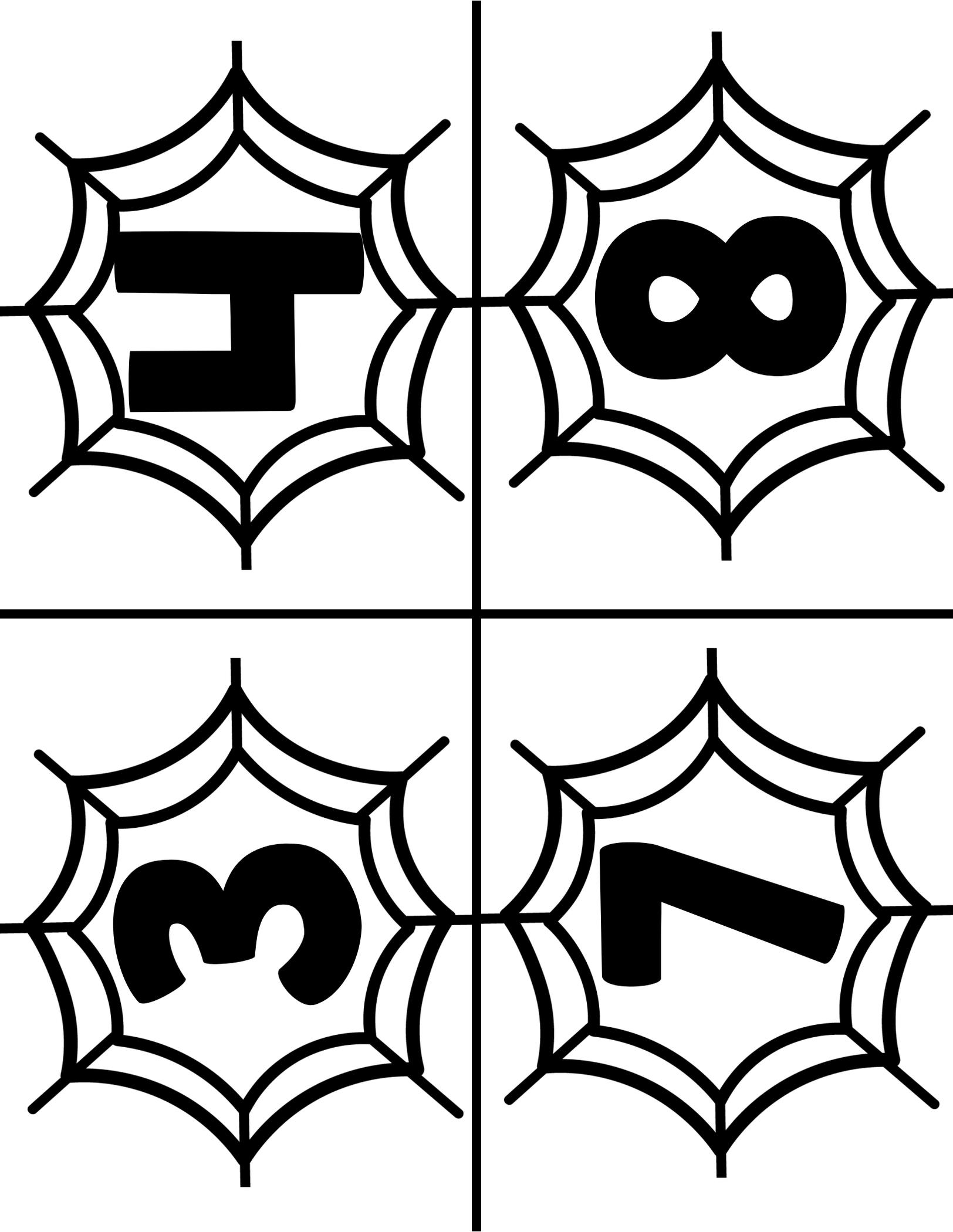
WEB JUMPER

- 1) Launch your spider onto the Web Jumper mat.
- 2) Write down the number that your spider lands on.
- 3) Launch your spider onto the mat again.
- 4) Write down the second number.
- 5) Multiply the numbers together and write the product.



$$\begin{array}{c} \text{JUMP 1} \\ \text{4} \end{array} \times \begin{array}{c} \text{JUMP 2} \\ \text{5} \end{array} = 20$$





5

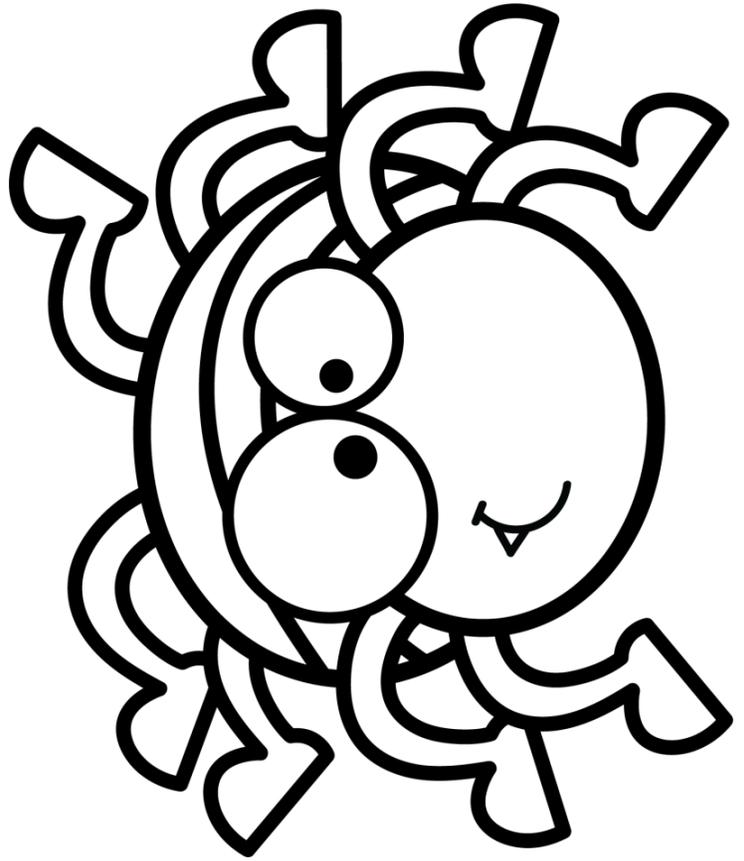
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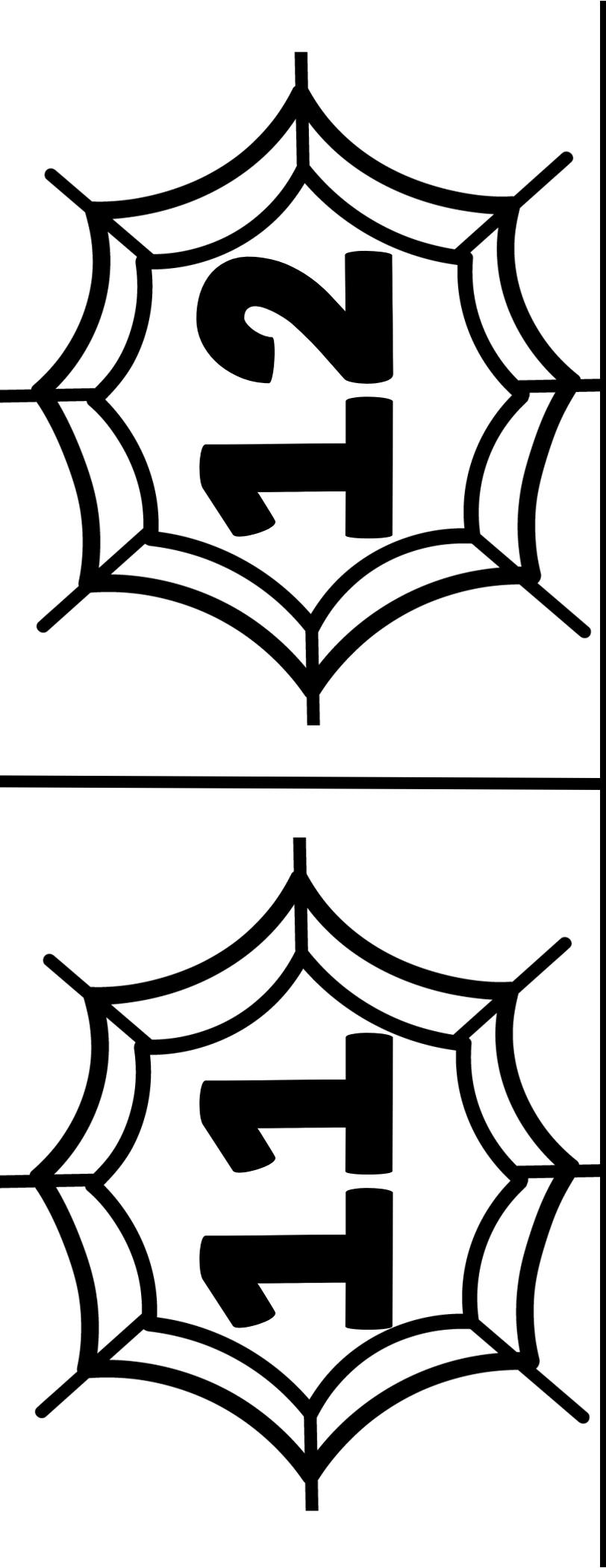
3

7



WEB





JUMPER



WEB JUMPER

NAME: _____



WEB JUMPER

NAME: _____





WEB JUMPER

NAME: _____

	X		=	

	X		=	



WEB JUMPER

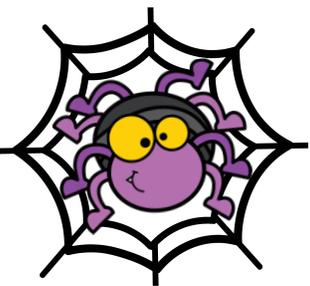
NAME: _____

	X		=	

	X		=	

SOARING SPIDERS

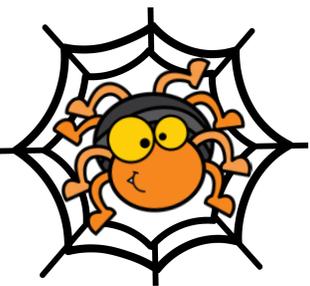
- 1) Place your spider catapult on the starting web.
- 2) Launch your spider and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 4 more times.
- 5) Answer the questions about your measurements.



1	2	3	4	5	6	7	8	9	10	

SOARING SPIDERS

- 1) Place your spider and catapult on the starting web.
- 2) Launch your spider and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 9 more times.
- 5) Write down your 10 jump distances in order.
- 6) Answer the questions about your data.



1	2	3	4	5	6	7	8	9	10	



©Brooke Brown



©Brooke Brown

SOARING SPIDERS

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

1 2 3 4 5 6 7 8 9 10

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

11 12 13 14 15 16 17 18 19 20

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

21 22 23 24 25 26 27 28 29 30

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

31 32 33 34 35 36 37 38 39 40

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

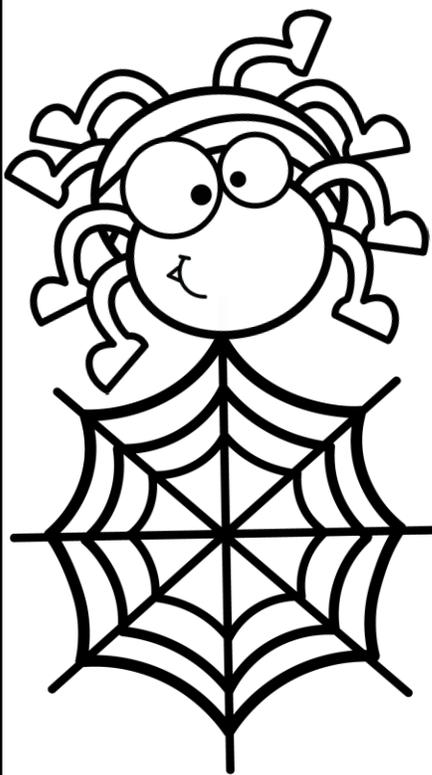
41 42 43 44 45 46 47 48 49 50

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

51 52 53 54 55 56 57 58 59 60

SOARING SPIDERS

NAME: _____



JUMPS	DISTANCE
1	
2	
3	
4	
5	

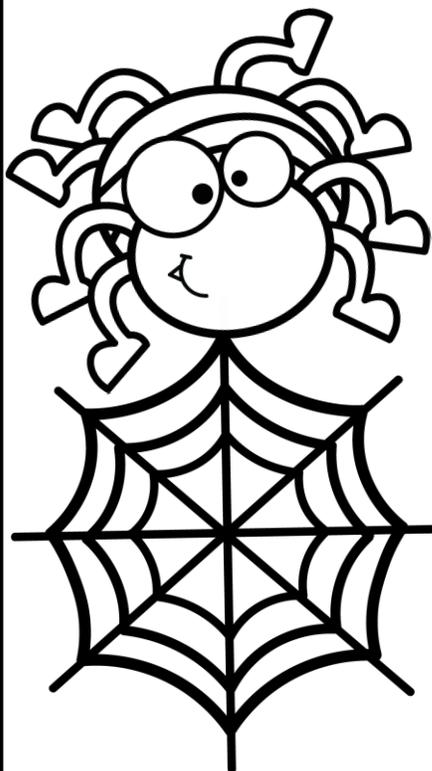
How far was your
LONGEST jump?

How far was your
SHORTEST jump?

©Brooke Brown

SOARING SPIDERS

NAME: _____



JUMPS	DISTANCE
1	
2	
3	
4	
5	

How far was your
LONGEST jump?

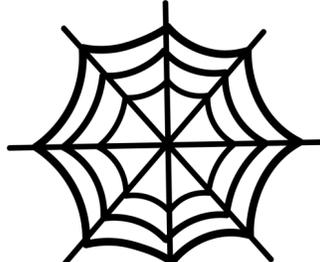
How far was your
SHORTEST jump?

©Brooke Brown

SOARING SPIDERS

NAME: _____

JUMPS	DISTANCE
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



JUMPS IN ORDER

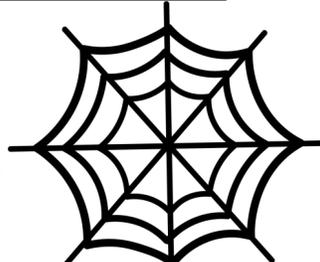
MAXIMUM	MINIMUM	RANGE
MEDIAN		MODE

©Brooke Brown

SOARING SPIDERS

NAME: _____

JUMPS	DISTANCE
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



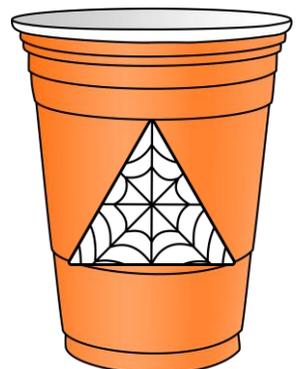
JUMPS IN ORDER

MAXIMUM	MINIMUM	RANGE
MEDIAN		MODE

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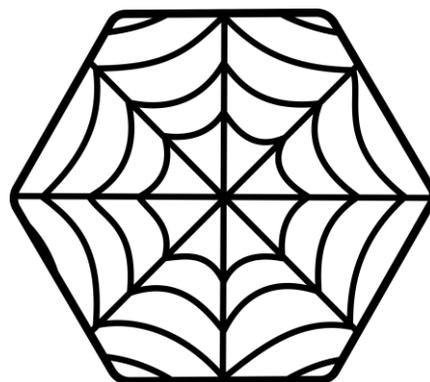
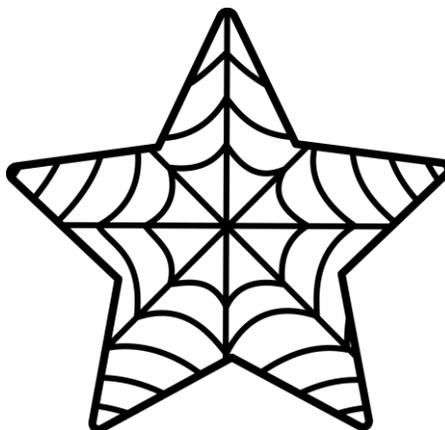
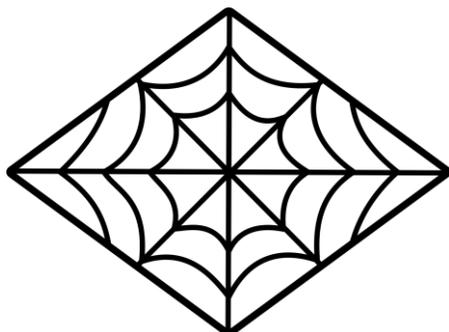
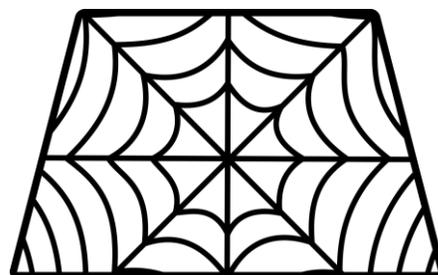
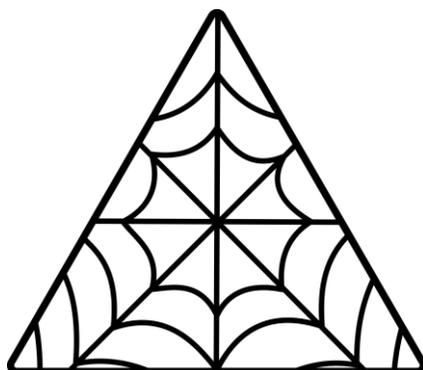
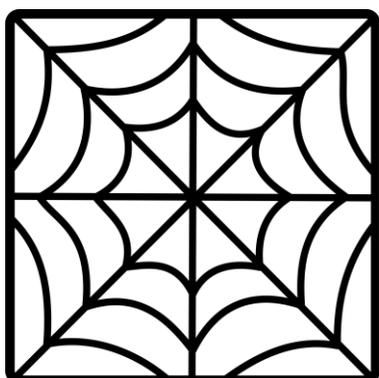
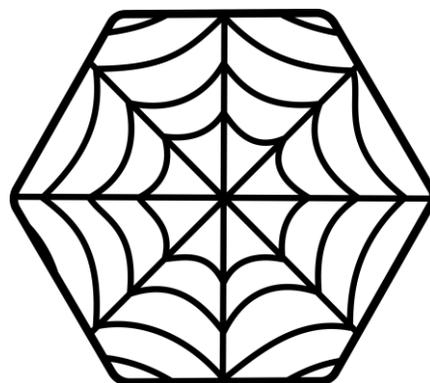
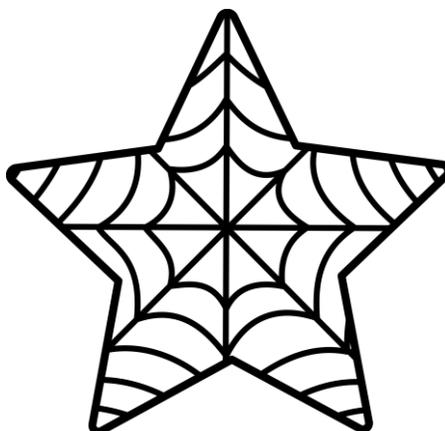
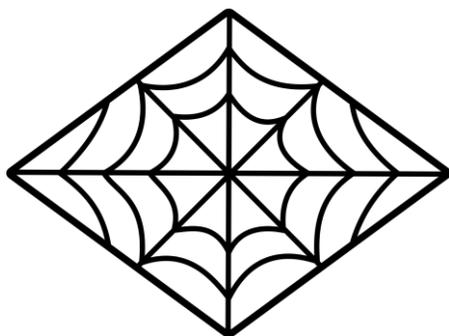
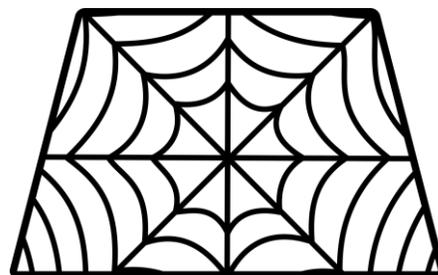
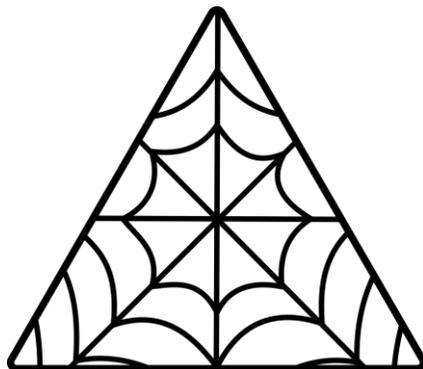
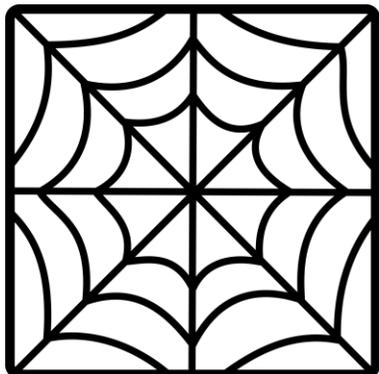
CREEPLY CRAWLER CATCHER

- 1) Launch your spider into a web cup.
- 2) Make a tally mark to show which web cup it landed in.
- 3) Repeat 9 more times.
- 4) Make a graph to match your tally mark totals.



CREEPLY CRAWLER CATCHER

Tape webs to 6 large cups.
Arrange cups against a wall.



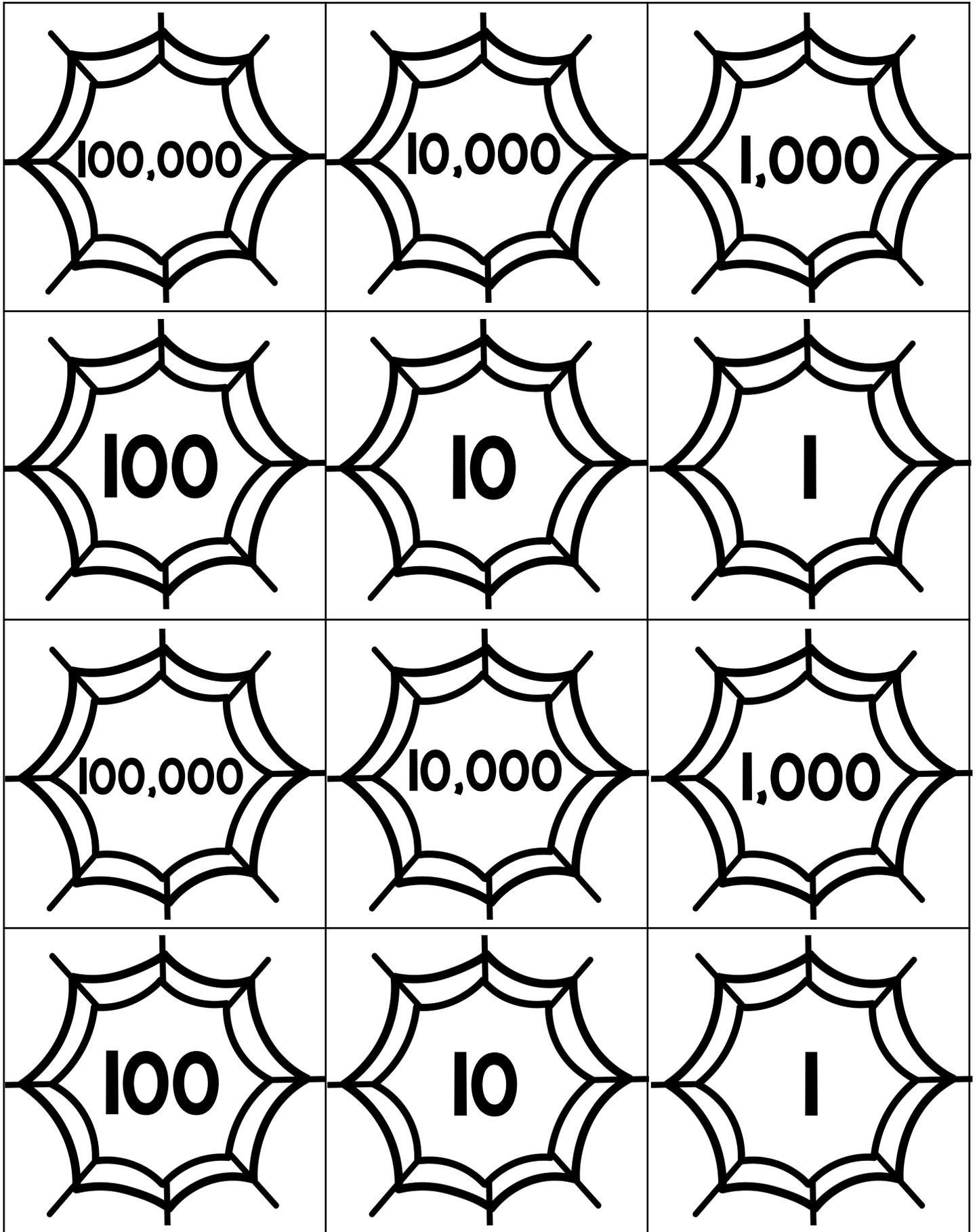
CREEPY CRAWLER CATCHER

- 1) Launch your spider into a web cup.
- 2) Make a tally mark to show which fly cup it landed in.
- 3) Repeat 9 more times.
- 4) Add up the value of all cups and write the total.
- 5) Write the total number in expanded form.



CREEPY CRAWLER CATCHER

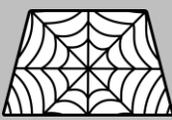
Tape webs to 6 large cups.
Arrange cups against a wall.



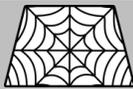
CREEPY CRAWLER CATCHERS

NAME: _____

MAKE A TALLY CHART.

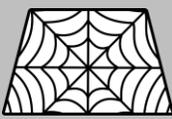
MAKE A GRAPH.

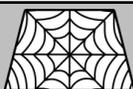
CREEPY CRAWLER CATCHERS

NAME: _____

MAKE A TALLY CHART.

MAKE A GRAPH.

CREEPY CRAWLER CATCHERS

NAME: _____

MAKE A TALLY CHART.

100,000	10,000	1,000	100	10	1

TOTAL VALUE:

_____ , _____

EXPANDED FORM:

_____ + _____ + _____ + _____ + _____

CREEPY CRAWLER CATCHERS

NAME: _____

MAKE A TALLY CHART.

100,000	10,000	1,000	100	10	1

TOTAL VALUE:

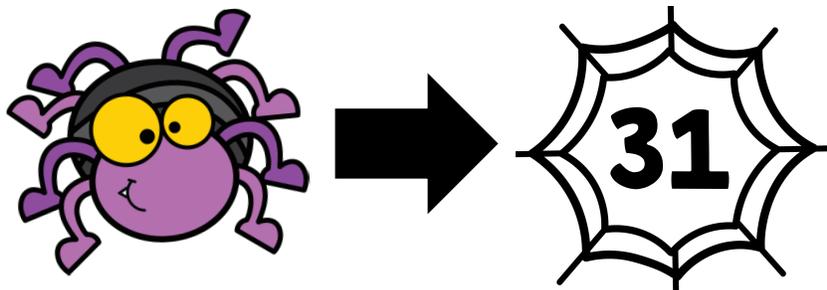
_____ , _____

EXPANDED FORM:

_____ + _____ + _____ + _____ + _____

JUMP TO 31

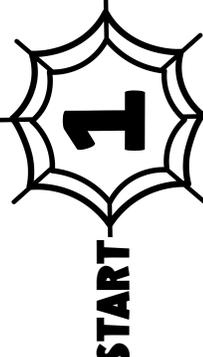
- 1) Roll the die.
- 2) If the die lands on an **EVEN** number (2, 4, 6), move your spider **FORWARD**.
If the die lands on an **ODD** number (1, 3, 5), move your spider **BACKWARD**.
- 3) Take turns with a partner and repeat.
- 4) The first player to reach 31 is the winner.



JUMP TO 31

ROLL EVEN: MOVE FORWARD
ROLL ODD: MOVE BACKWARD

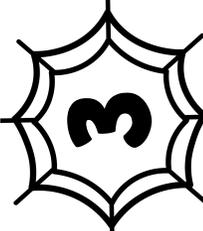
START



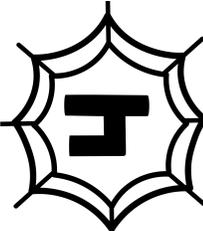
1



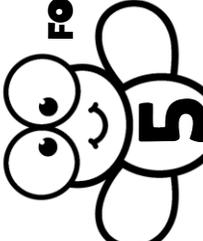
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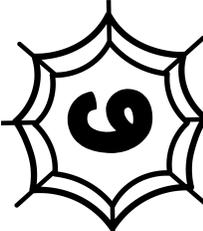
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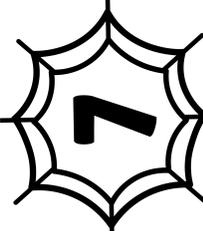
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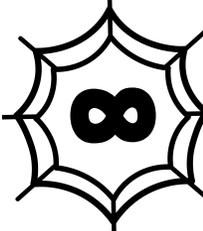
GO FORWARD
5



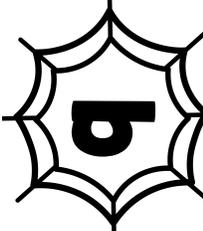
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7



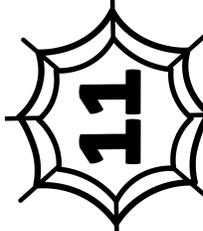
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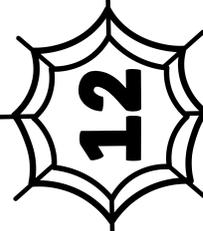
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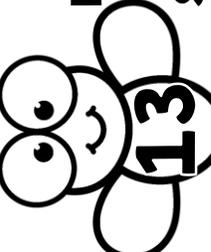
10



11

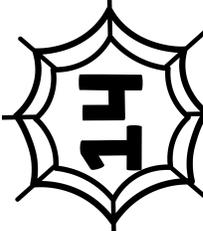


12



GO BACK
TO
START

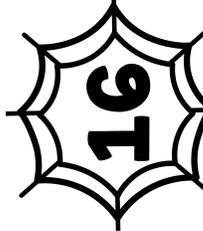
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14



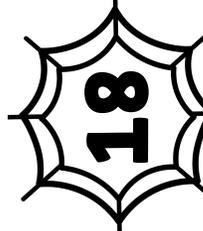
15



16



17



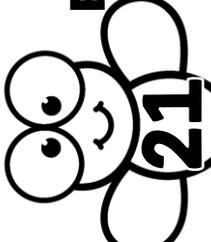
18



19



20

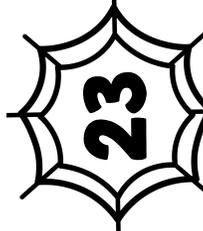


GO BACK
5

21



22



23



24



25



26



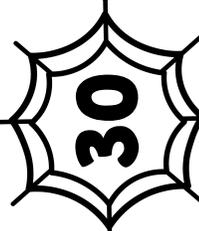
27



28



29



30

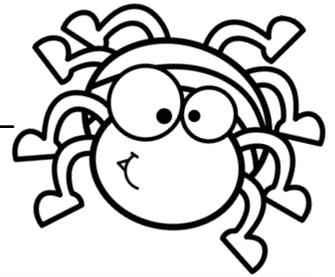


YOU
MADE IT!

31

JUMP TO 3!

NAME: _____

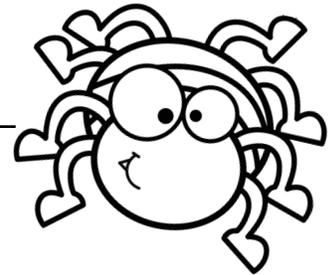


Write 10 different names for the number 3!
You can draw pictures, make tally marks, write words,
or write number models such as $30 + 1 = 31$.

©Brooke Brown

JUMP TO 3!

NAME: _____



Write 10 different names for the number 3!
You can draw pictures, make tally marks, write words,
or write number models such as $30 + 1 = 31$.

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STICK & SOLVE

The following "Stick and Solve" Bonus station requires the use of "sticky webs." Please see the following links:



[WALMART STICKY WEBS](#)
[AMAZON STICKY WEBS](#)

There are several different variations of this activity and students can play this game on tables in groups of 4-5. Number cards are provided for 1-100 to make it easy to differentiate for your students. Print, copy, and **LAMINATE** the number cards that you'd like to use, then cut them apart for student groups. A variety of recording sheets are provided for addition, subtraction, or multiplication.

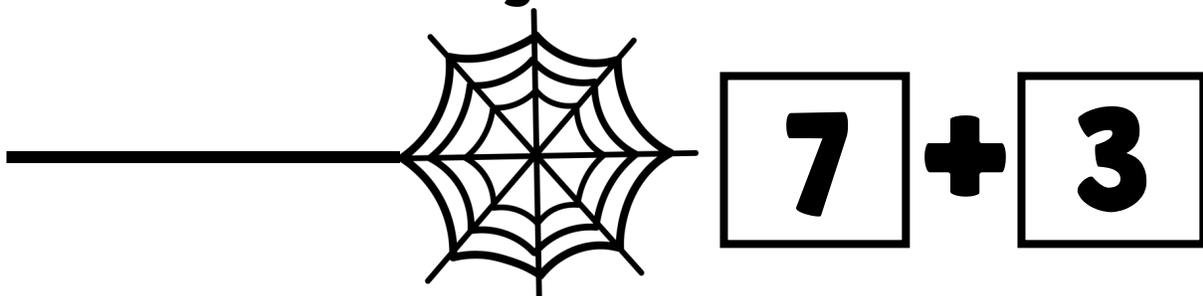
VARIATIONS:

- Single-Digit Addition
- Double-Digit Addition
- Single-Digit Subtraction
- Double-Digit Subtraction
- Single-Digit Multiplication
- Double-Digit Multiplication

STICK & SOLVE

ADDITION

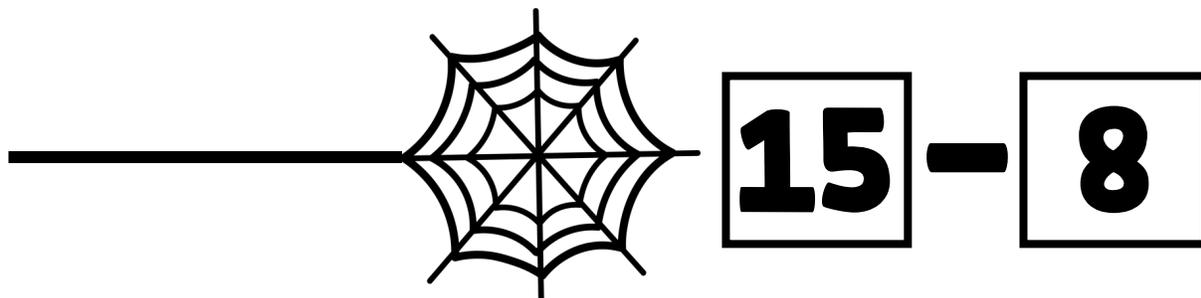
- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card. Write down the number.
- 3) Repeat to grab one more card and write down the second number.
- 4) Add the numbers together and write the sum.



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SUBTRACTION

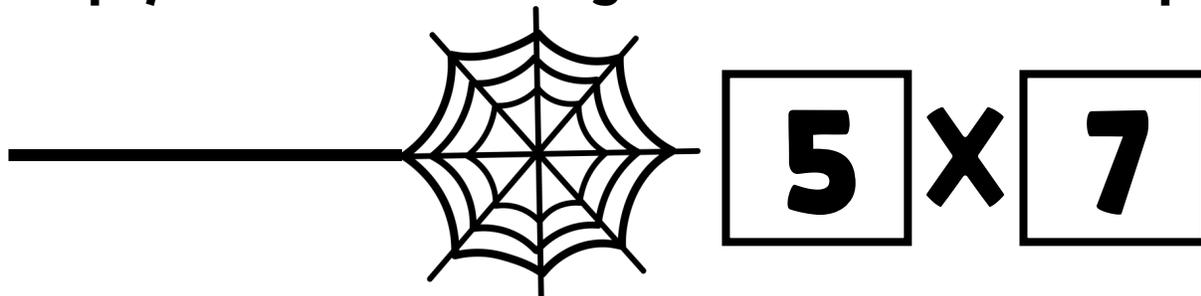
- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card.
- 3) Repeat to grab one more card.
- 4) Write down the larger number first and the smaller number second.
- 5) Subtract the numbers and find the difference.



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MULTIPLICATION

- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card. Write down the number.
- 3) Repeat to grab one more card and write down the second number.
- 4) Multiply the numbers together and write the product.



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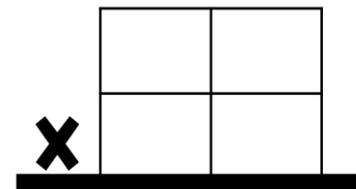
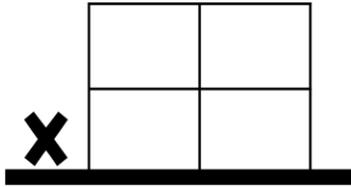
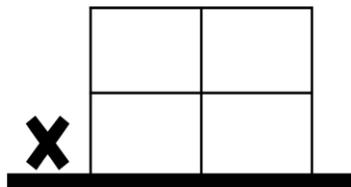
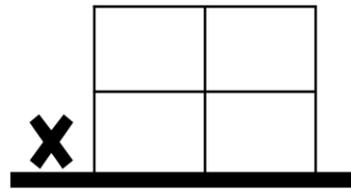
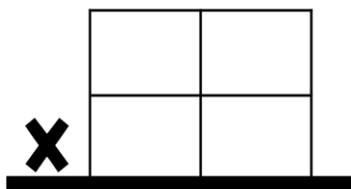
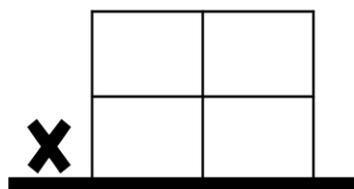
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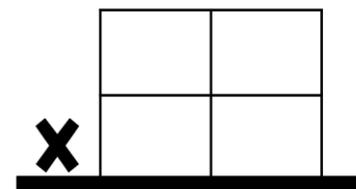
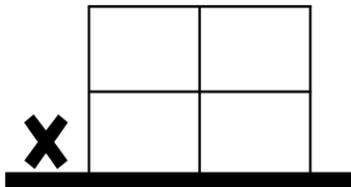
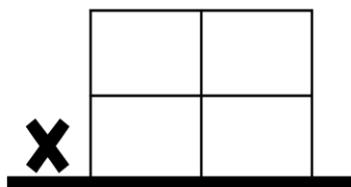
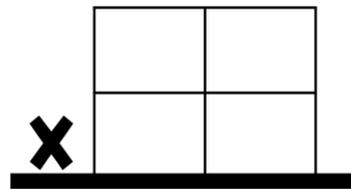
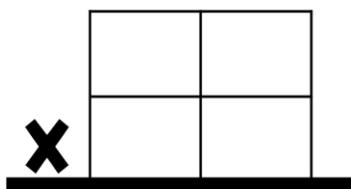
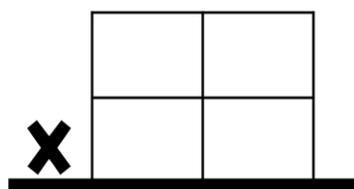
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